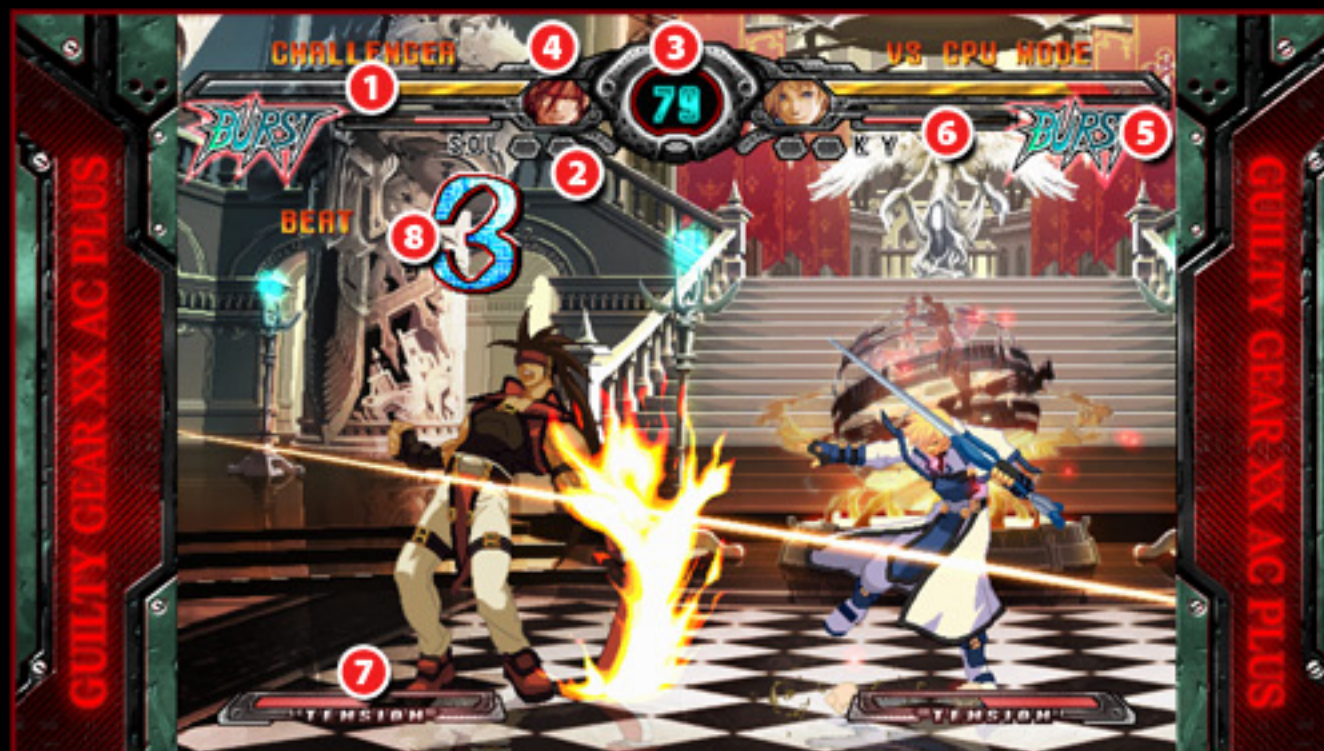


# Game Screen

## HOW TO PLAY



### ❶ Strength Gauge

Shows the character's remaining strength.  
The character that reaches 0 first loses.

### ❷ Victory Mark

This mark shows the number of rounds you have won.

### ❸ Time Display

Displays the remaining amount of time in the round.  
The player with the most remaining strength wins when time runs out.

### ❹ Player Information

Displays the player's current information, points, etc.

### ❺ Burst Gauge

Psych Bursts exhaust this gauge's energy, but it is restored as time elapses and when opponents hit your character.  
An X appears on the gauge when it becomes unavailable.

### ❻ Guard Balance Gauge

This gauge increases when you guard against opponent attacks and decreases when attacked. When this gauge climbs up to a certain level, any oncoming attacks are unconditionally treated as a counterattack.

### ❼ Tension Gauge

This gauge is required for moves like Overdrive Attack and Roman Cancel. This gauge increases with the use of attacks and dashes.  
Take note that it is called the "Heat Gauge" for Robo-Ky.

### ❽ Hit Count

Displays the number of times your attack hits the opponent.

# The Rules

HOW TO PLAY

## Match Format

Combatants engage in battle and the first to drain the other of their strength wins the round.  
The first to win the best of 3 rounds wins the match.

## Time Limit

One round consists of 99 seconds.  
If the time limit is exceeded, the round ends and the player with the highest remaining strength wins.

## Ties

In the event of a double knockout or when players have the same amount of remaining strength when time runs out, the round ends in a draw.  
If the match cannot be decided in 3 rounds, a fourth round (the final round) begins.  
If the match is not decided even in the fourth round, the game ends for both players.

## Continue

Even when the game ends in Arcade Mode, you can resume play by pushing the START button while continue screen is displayed.



# Controls

Controls



## Directional Pad Controls

**directional pad / left stick** Move characters

**X** Punch

**Y** Slash

**A** Kick

**B** Heavy Slash

**RB** Dust

**RT** Taunt/Respect

**START** Pause Menu

**BACK** Reset (Only in Training Mode)

**Forward** →

**Back (Upper, Middle Guard)** ←

**Crouch** ↙ ↓ ↘

**Crouch (Lower Guard)** ↙

**Vertical Jump** ↑

**Forward Jump** ↗

**Backward Jump** ↖

**Dash** →→

**Back Step** ←←

**Airborne Guard (in midair)** ←

**Double Jump (in midair)** ↖ ↑ ↗

**Throw** ← or → + Heavy Slash

# Arcade

HOW TO PLAY



Arcade Mode is where you battle computer characters in elimination battles. Defeat a certain number of opponents and reach the ending.



# M.O.M

## HOW TO PLAY



M.O.M is a one-fall competition where medals are awarded.

The Medal Gauge in the bottom center of the screen rises and the your medal level increases as you strike opponents with combo moves.

The greater the level of the medal, the more points you receive.

Further, by achieving certain point levels, your character receives life restoration items.

## NETWORK

HOW TO PLAY

**This mode allows you to enjoy network battles via Xbox LIVE.**

## RANKED MATCH

**Battle according to regulations.**

**Battles are fixed as one-on-one, 99 seconds long, who ever wins 2 rounds first wins.**

**\*Kliff, Justice, GG Mode, GGX Mode and EX Mode cannot be used.**

**Battle results are ranked.**

## PLAYER MATCH

**Freely regulate the battles you play. Battle results are not ranked.**

**You can set a private slot, and it is possible to invite friends and battle against them.**

## VS CPU

HOW TO PLAY

**This is a mode where you can enjoy battling against computer-controlled players.**

**The character selection screen appears at the end of each match.**



# TEAM VS CPU

## HOW TO PLAY



This is a mode where you battle against computer-controlled players as a team (3 vs 3).

Each team selects 3 characters.

This is a knockout battle and the order of combat is determined by whom you picked first.

You win when you eliminate all of your opponents.

## VS 2P

### HOW TO PLAY

This is a mode for two-player battles.

This mode cannot be played unless at least two controllers are connected.

Once a battle ends, you will return to the Character Select Screen.

## TEAM VS 2P

### HOW TO PLAY

Play 3 vs 3 between two players in this mode.

This mode cannot be played unless there are at least two controllers connected.

Please select 3 characters you wish to play with, in order, on the Character Select Screen.





## How to select stage BGM



HOW TO PLAY

In specific modes, at the Character Select Screen, you can select the stage's BGM.

After selecting a character, move   on the directional pad to select a stage.

When selecting a stage move   on the directional pad, and you can select a random stage, or select the character's home stage.

You can change the BGM with the  and .

Push both the  and  simultaneously to return the BGM to default.

## Sound

HOW TO PLAY

Lets you adjust and listen to game BGM and SFX.


# Training



## HOW TO PLAY

This mode is for practicing basic commands and combo attacks. Select your character and a dummy to use as a punching bag. If you want to adjust various settings during game play, push the START button to call up the Training Menu.



## Training Menu

Move the cursor to "Return to Game" and push  on the directional pad to switch between Player and Enemy.

\*You can switch between Player and Enemy with the  and , regardless of where the cursor is.

### ●Return to Game

Returns you to the Game screen.

### ●Commands List

Displays move commands for your character.

### ●Display

Displays information on directional keys and button inputs, damage and number of combos used.

### ●Mode

Lets you set character controls.

You can select from Controller, CPU and Dummy.

### ●CPU Level

Switching the "Mode" to VS CPU lets you set the CPU player's strength level.

### ●Tension

Lets you set the Tension Gauge level.

# Training

HOW TO PLAY

## Training Menu

### ●Burst

Lets you set the Burst Gauge level.

### ●Guard Balance

Lets you adjust the initial position of the Guard Balance Gauge.

### ●Life Regain

Lets you select the ability to recover strength during play for both the player and CPU.

### ●Life Bar

Lets you set your character's strength.

### ●SP Menu

Lets you set each different character's special moves and conditions.

### ●State

Lets you adjust dummy's state.

### ●Recovery

Lets you set how your dummy guards and its speed.

### ●Recovery Frame

Sets the speed that dummy recovers from a down.

### ●Guard

Sets Dummy's guard.

### ●Guard Reaction

Sets Dummy's guard type.

### ●Slip Recovery

Sets the speed that Dummy recovers from Slip.

### ●Counter

Forcibly sets counterattack.

### ●Controller Settings

Lets you set buttons.

### ●Extras Menu

Lets you set detailed battle settings.

\* Available when certain conditions have been met.

### ●Default

Returns all settings in the Training Menu to their initial state.

### ●Character Select

Returns you to Character Select Screen.

### ●End Game

End Training Mode.



# Survival

## HOW TO PLAY

Survival Mode is where you race to defeat one CPU opponent after another. Complete a stage and recover some of your strength. Lose and it's game over!



Try to get to level 1000!

In this mode, your experience points increase when you damage your opponent and once you get over a certain amount of points, your level increases.

Once you reach a certain level, a boss will appear and it is possible to upgrade your ability as well.

(Strengthened ability is only available in Survival Mode)

\*In the Menu Screen, push the OK button while holding down the **LB** to disable ability upgrades and play "Classic Survival Mode".

# Mission

## HOW TO PLAY

In Mission Mode, you are given various missions to complete. Move ◀▶ on the directional pad to select the mission number. You will be awarded bonus CGs upon completing each mission.



### ●Time

Time limit. Select from No Limit or 1 through 99 seconds.

### ●Completion

Conditions for completion.

### ●Enemy

Characters you play against.

### ●Life

Indicates initial life value and conditions.

Select from Poison (life gradually decreases as time elapses),

Heal (life gradually increases as time elapses),

Regain (life recovers quickly).

### ●Guard Balance

Initial value of guard level.

### ●Tension

Indicates initial Tension Gauge value and conditions.

### ●Psych Burst

Indicates whether Psych Burst can be used.

### ●Seal

Indicates limitations place on character's movements.

### ●Combo Damage

Damage limits as per number of hits.

### ●Instant Kill

Indicates whether you can use an Instant Kill.

### ●Damage

Indicates what conditions and attack types can damage your opponent.



# Story

HOW TO PLAY



In Story Mode you can go through each character's storyline while fighting through. Each storyline branches off according to the choices you make and how your battles unfold and the content of your battles, changing the ending.

In Gallery Mode, view CGs obtained at endings.



# Gallery

HOW TO PLAY



This mode lets you view character CGs, endings, opening clips, etc. obtained by completing various modes.

Move **←→** on the directional pad to switch between genres.

After displaying the CG, you can turn menus On and Off with the BACK button, move pictures with the directional keys, enlarge images with the **RB**, reduce images with the **LB** and return to the Gallery Menu with the **B** button.

# HELP & OPTIONS

## HOW TO PLAY

Change game settings.

After deciding what you want to change, move ◀▶ on the directional pad to change settings.

## Game Settings

Lets you change in-game settings.

### ●Game Level

Lets you set the CPU toughness within 6 levels in each mode. Beginner is the weakest and Maniac is the toughest.

### ●Time Limit

Lets you set the match time limit within 4 levels in Arcade Mode, VS 2P Mode, VS CPU Mode, Team VS 2P Mode and Team VS CPU Mode.

### ●Rounds

Lets you set number of rounds per match within 5 levels in Arcade Mode, VS 2P Mode and VS CPU Mode.

### ●Victory BGM

Lets you set the volume of BGM for the end of each round to Mute, Fade (lowered volume), Intact (no change).

### ●Sol Voice

Lets you change Sol's voice.

### ●O-Sol Voice

Lets you change Order Sol's voice.

### ●Language

Lets you change language. Voices cannot be changed.

### ●Default

Returns settings to initial state.

### ●Exit

Returning to Help and Options.

# HELP & OPTIONS

HOW TO PLAY

## Controller Settings

### ● Mode

By changing Mode, you can match button layouts for automatically used controller and joysticks.

### ● Controller

Button layout for supported controller.

### ● Preset 1-4

Freely assign and save up to 4 user-set buttons.

### ● Punch/Kick/Slash/Heavy Slash/Dust/Respect

Button configuration for each control.

Select what you want to change and then push the button you want to assign it to next.

\* When buttons are changed in Controller, Mode will display Custom. In this state, when you switch to Mode, Custom is resets and returns to initial state (Controller).

### ● Reset (Only in Training Mode)

Returns character placement to initial state (center of screen).

### ● Rec Player/Rec Enemy (Only in Training Mode)

Lets you control characters and record their actions.

Max recording time is 15 seconds.

### ● Play Memory (Only in Training Mode)

Push the configured button to display "Playback" on the screen and play back the movements recorded through "Rec Player/Rec Enemy".

### ● Switch (Only in Training Mode)

Push the configured button to control opponent-side character.

### ● Enemy Walk (Only in Training Mode)

Enemy-side character will walk while pushing the configured button.

### ● Enemy Jump (Only in Training Mode)

Enemy-side character will jump while pushing the configured button.

### ● P and K/P and D/P K S/P K S HS

Configuration for multi-button controls.

Select what you want to change and then push the button you want to assign it to next.

### ● Delete

Move the cursor to Delete and push it to delete all assigned key configurations.

\* Select the entry assigned to the button and push the same button and hold to delete, as well.

### ● Default

Returns settings to initial state.

\* Presets do not return to initial state even when Default is selected.

### ● Exit

Exit settings.



# HELP & OPTIONS

HOW TO PLAY



## Display Settings

Lets you change display settings.

### ●Anti Alias

Lets you change Anti Alias settings.

### ●Cockpit Font

Lets you switch between the regular font and the arcade original font.

### ●Position Gauges

When set to "Original", each game's position will be the same as the arcade version.

### ●Position V

Adjust screen to vertical display position.

### ●Position H

Adjust screen to horizontal display position.

### ●Side Panel

Lets you change screen border from 4 different types.

### ●Default

Returns display settings to initial state.



### ●Exit


Returning to Help and Options.


# HELP & OPTIONS


HOW TO PLAY

## Local Rank

Lets you check Arcade/M.O.M./Survival Mode scores, rankings, diagrams, etc. Move   on the directional pad to switch between pages.

\*If you push the  button when in this mode, a screen where you can select whether or not to clear ranking data will be displayed.

To clear data please push the  button.

\*Push the  button to Returning to Help and Options.

## Save Data

Saves/Loads your game's high score and progress.

### ●Load

Loads saved data.

### ●Save

Saves your score ranking, diagrams, options, etc.

### ●Autosave

When set to On, your game will automatically be saved after each Mode.

### ●CHANGE DEVICE

Changes save location device.

### ●Default

Return autosave to initial state.

## Extra Menu

Lets you set detailed battle settings.

\* Available when certain conditions have been met.